**ASYLUM**

Quick Rules Sheet

**How to do anything in this game**:

1. DECLARE AN ACTION: Tell the Narrator what you are going to do or be told by the Narrator that you must now do something
2. SELECT OR BE ASSIGNED AN ATTRIBUTE, SKILL OR POWER: The Narrator may ask for clarification on your choice and has final say on if the choice works – powers never need to be approved. Otherwise, the GM will tell you which skills or powers you may use for the roll.
3. DIFFICULTY AND MODIFIERS: The Narrator determines the difficulty (target number on the die roll), which is usually 8 but can be higher or lower. Bonuses and penalties to the die roll (usually called “Advantages”) are also decided.
4. ROLL: A single 10-sided die and add the Modifiers from step 2 and 3. If the total is equal to or above the difficulty, you have succeeded! Continue to the next steps. If not, stop here.
5. IMPACT: Look up the “Base Impact” of whatever Attribute, Skill, or Power you just used. Your “Base Impact” is generally an attribute or equipment rating (see step 6). Add it to the number on the die you just rolled. For example if you rolled and got an 8 and had a Base Impact of 4, your total is 12.
6. EQUIPMEMT: If you used items or equipment as part of your action, use that Base Impact instead if it’s higher. If the equipment’s Base Impact is lower using it still adds 1 to the Attribute, Skill or Power’s Base Impact. Tools always help!
7. RESOLVE: The Narrator will record the Impact you just made and run your turn accordingly. The higher the impact, the more things will tend to go your way on your turn.

**On your turn…**

You get **1** **Free Action** (speaking, changing forms or anything very, very quick), **1** **Simple Action** (moving, or anything uninvolved) and **1** **Complex Action** (most things).

**Extra Dice Tricks:**

* MINOR ADVANTAGE: Add 1 to a die roll.
* MAJOR ADVANTAGE: Add 2 to a die roll. If you get more than 1 Minor advantage, it automatically becomes a Major Advantage.
* MINOR DISADVANTAGE: Subtract 1 from a die roll
* MAJOR DISADVANTAGE: Subtract 2 from a die roll. If you get more than 1 Minor Disadvantage, it automatically becomes a Major Disadvantage.
* EXPLOIT DIE: Roll an extra 10-sided die during step 4 above. Keep the higher of the two rolls.
* AUTOMATIC FAILURE: A roll of 1 on the 10-sided die always fails.
* PUSH: Spend 1 Energy to gain +2 Base Impact, can only be use once per action.